ATARI

GOLDEN GLOVES

Atari 24K

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IMPORTANT LOADING INSTRUCTIONS!

DISKETTE:

- Turn off computer—insert BASIC cartridge.
- Insert diskette into drive—turn on computer.

CASSETTE:

- Turn off computer—insert BASIC cartridge.
- Insert cassette into cassette player—rewind fully.
- Press 'PLAY' on cassette player.
- Hold down 'START' key on computer.
- Turn on computer.
- Press the 'RETURN' key after you hear the tone.
- Allow the tape to continue loading after the 'intro'.
- If you have a disk drive or 850 Interface, be sure
to DISCONNECT either unit before turning on computer.
- If program will not load, try other side of cassette.

GOLDEN GLOVES

written by Douglas Evans
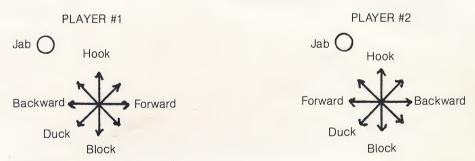© 1982 by Artworx Software Company, Inc.

INTRODUCTION:

GOLDEN GLOVES is a unique action program which brings the excitement of Ringside to your computer. The computer joysticks are used to jab, block, and duck as each player attempts to land the knockout punch! GOLDEN GLOVES is a one or two player game, or you can be a spectator as the computer controls both fighters.

PLAY:

To start the fight, press the START button on the computer. Enter a '0', '1' or '2' to indicate the number of players. Press the RETURN key and then enter each fighter's name as requested, followed by RETURN. Press the SELECT key to choose a three round or a ten round fight. To impose a handicap on a fighter, press the OPTION key. The handicapped fighter will be indicated by 'HDCP' by his name. Press START to begin the match.

JOYSTICKS:

Each fighter's movement is controlled by a joystick. For two player operation, plug the joysticks into slots 1 and 2 on the front of the computer. Move the joystick as indicated for hooks, forward or backward movement, ducking and blocking. Press the trigger button for jabbing.

PLAYER #1

Jab ◯   Hook

Backward ←   → Forward

Duck   Block

PLAYER #2

Jab ◯   Hook

Forward ←   → Backward

Duck   Block

SCORING:

Boxers receive points for all punches landed. They receive 2 points for a normal punch and 5 points for a punch which causes his opponent to step back. When a knockdown occurs the boxer receives 10 points and 1 point for each second that his opponent is down. If an opponent is knocked down for a 10 second count, then the other boxer is declared the winner. If the match lasts for the full 10 rounds without a knockout, then the boxer with the most points is declared the winner.

GOLDEN GLOVES

Artworx™ Artworx Software Company, Inc.
150 North Main Street • Fairport, New York 14450

No. _____

Do not touch exposed areas of recording surface.
Return Flexible Disk to envelope after use.
Write in label area only.
Do not bend or fold Flexible Disk.

PROPER CARE INSURES
AN EXTENDED MEDIA LIFE

DO NOT TOUCH EXPOSED SURFACE

INSERT FLEXIBLE DISK VERY CAREFULLY

MAGNETIC FIELDS ERASE. KEEP FAR AWAY

USE JACKET WHEN NOT IN USE

DO NOT BEND OR FOLD

STORE AT 10° to 52° C (50° to 125° F)

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